



## Our World of Toys

**Science: 1<sup>st</sup> half: HUMANS (see scheme of work for more detail)**

- Identify, draw and label the basic parts of the human body, and say which part of the body is associated with each sense.

**CROSS CURRICULAR LINKS**

- Count everyday materials in groups of 2,5 or 10.
- Use comparative language to describe the simple physical properties of everyday materials.
- Use names of common 2D shapes when describing everyday objects.
- Write a sense poem using describing materials.
- Write a set of instructions about how to make an umbrella

**Science: 2<sup>nd</sup> half – AUTUMN AND WINTER (see scheme of work for more detail)**

- Observe the changes across the four seasons.
- Observe and describe the weather associated with seasons and how day length varies.

**CROSS CURRICULAR LINKS**

- Use a ruler to measure plants in cm.
- Use comparative language to describe differences in plants.
- Make a fact file on trees.
- Write a leaflet about how to look after a plant.

**Digital Publication: Complete Purple Mash Seasons Writing Projects**

- Create publications and presentations for a purpose
- Enter, revise and edit text using a keyboard
- add relevant clipart to a publication

**History: QUEEN VICTORIA AND VICTORIAN TOYS**

- Learn about Queen Victoria.
- Learn about Victorian family life.
- Use pictures to compare Victorian toys with modern day toys.
- Visit a toy museum and discuss what other people's toys were like.
- Describe whether an object is old or new.
- Describe the characteristics of old and new objects.
- Identify similarities and differences between toys in different periods.

**CROSS CURRICULAR LINKS**

- Read and write how old Queen Victoria was at various key moments of her life.
- Count and add Victorian toys.
- Solve simple problems about toys.
- Guess how many years old a toy is.
- Use comparative language to describe the size of a toy.

**Digital Media: Explore the Purple Mash Toys Painting Projects**

- Explore the tools in a painting program to make a picture
- Use painting tools to create images for a purpose

**Geography: THE UNITED KINGDOM**

- Name, locate and identify characteristics of the four countries of the United Kingdom.
- Name, locate and identify the characteristics of the four capitals of the United Kingdom.
- Use maps, atlases and globes to identify the United Kingdom and its countries.

**CROSS CURRICULAR LINKS**

- Count how many different countries and capitals there are in the UK.
- Write a list of the main features of the capitals in the United Kingdom.
- Write a very simple postcard describing one of the countries of the UK.

**Digital Research - Look at UK outline on Google Maps - use arrow keys and mouse to navigate around the map, zoom in and out and explore**

- Explore a website to find interesting information
- Navigate websites and online tools using buttons and menus

**Art: INVESTIGATING PATTERNS (use William Morris as an example)**

- Use a range of materials creatively to design and make products.
- Use drawing and paint to develop ideas, experiences and imagination.
- Develop a range of art and design techniques, including colour, pattern, texture, line and space.
- Know about the work of William Morris.
- Print with a range of hard and soft products.
- Build repeating patterns and recognise pattern in the environment.
- Experiment with printing motifs and colours.

**CHALLENGE ACTIVITIES FOR THE MORE ABLE:**

- Create and use more complex printing blocks and patterns.
- Experiment with and determine the best materials to use for printing and explain why.

**D.T: MAKING PUPPETS**

- Look at a variety of different puppets.
- Know that puppets are made up of different parts.
- Draw a puppet and label its parts.
- Use a template to mark out the animals in Noah's story.
- Join the fabric together (using basic sewing techniques or glue.)
- Develop own designs by adding different fabrics.
- Perform the story of Noah and the Ark with the puppets made.

**Digital Media: take photos of the puppets at different stages**

- Take digital photos for a purpose, review/retake
- Record an event with a series of digital photos

**CHALLENGE ACTIVITIES FOR THE MORE ABLE:**

- Add more detail to the puppet design.
- Choose appropriate fabrics and explain the reason for their choice.

**Music:**

- Use voices creatively by singing songs, chants and rhymes.
- Play un-tuned instruments musically.
- Listen with concentration to a range of high quality recorded music..
- Experiment with sounds using interrelated dimensions of music.

**P.E:**

**Games, gymnastics and dance (use the Val Sabin scheme of work located in the PPA room)**

**Computing**

**Using Technology Safely**

- Communicating Online
- Personal Information
- Staying Safe/Getting Help

**Computing**

**Coding and Programming**

- Algorithms and Decomposition
- Programming on screen
- Sequence, Repetition, Selection
- De-bugging

**R.E - QCA unit - Belonging Judaism unit 1**

**Entitlement and enrichment:**

- Pollocks Toy Museum
- Museum of Childhood
- Southwark Cathedral workshop on toys

**Topic writing links: (teach during Friday's literacy lesson -work to be in topic books)**

- write a simple postcard describing one of the countries of the UK.
- Write a fact file about one of the capital cities of the UK.
- Write a description of a toy.
- Create a lost poster for an old toy.
- Write a recount of a trip to a toy museum.
- Write a simple fact file of Queen Victoria.
- Pretend to be a Victorian child and write a simple letter about Victorian family life.

**Literacy books which link in with topics:**

- Lost in the toy museum
- Threadbare
- Mr Gumpy's outing
- Oi get off our train!
- This is the Bear and ths Scary Night
- Whatever Next

**Maths topic links: (work to be in topic/Science books)**

- Money work based on toys.
- Compass work based on countries.
- Measure work based on puppets.

Data-handling work based on seasons and length of days